UNIVERSALUVI *PLAYER*

User Manual

WELCOME

We are proud to introduce the Universal UVI Player, a simple and powerful engine provided with every UVI Soundcard, including all needed functions for instruments and loops playback as well as basic editing parameters.

It's a stand alone application as well as a multi-formats plug-in for Mac (OS X) and PC (Windows XP).

Enjoy using the Universal UVI Player!

The *UltimateSoundBank* Team.

INTRODUCTION

This document will introduce the Universal UVI Player features in 8 different parts as shown below.

1- PRESETS

Preset Info

Both preset and soundbank name are displayed for your convenience.

Next/previous preset buttons

Click the Next/Previous buttons to load the next or previous preset in the sounbank preset list.

Preset browser

The Preset browser lets you choose any preset (instrument, loop or phrase) in the Universal UVI Player library.

To access presets, double-click the name of the current preset (or double-click the word Empty). The preset browser appears, as shown below.

Browser tabs

Click the tabs to browse instruments, loops and phrases.

Choosing a preset

Either double-click on the preset name to load it or select a name and press OK. To clear a preset and empty the part, click the Empty button. To leave the current preset setting unchanged, click Cancel.

➡ Tip: if supported by the host, you can use the arrow keys on your computer keyboard to navigate through the preset browser and select items in the same way as your OS file browser.

The browser scroll bar

The sound categories in Universal UVI Player's browser is extensive. Therefore, as you browse, you will often navigate through several columns, more than can be displayed in the fixed width of the browser. When this happens, the browser provides a horizontal scroll bar at the bottom. Drag the scroll bar to slide the browser left or right to access hidden columns.

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Loops and phrases

Loops and phrases are found in the Loops tabs, loops can play seamlessly and continuously.
Phrases have a beginning, middle and end, and are generally not intended to loop continuously and seamlessly. Instead, phrases are meant to be played in a "one-shot" way, such as a vocal phrase or utterance. Phrases are indicated by the letter "P" in parentheses following their name.

Loop tempo

Many loops indicate their original tempo at the beginning of their name and this information is also available in their info panel on the right.

Auditioning in the browser

If your MIDI controller is set up properly to play the part that you are currently browsing, you can play the currently selected instrument, loop or phrase in the browser window. Just select it and play your controller.

Loop Auto Play

When checked, the Loop Auto Play option makes loops play continuously when they are highlighted in the browser.
Notice that this feature only applies to loops, not phrases. This allows you to easily listen to loops as you are parsing. If the Sync to Host option is enabled, loops will play in tempo with your music. You can also listen to the loops at their original tempo using the Original Tempo option (explained below).

Original Tempo

If you wish to listen to the currently selected loop at its originally recorded tempo (while browsing only), enable (check) the Original Tempo option. Since the Universal UVI Player does such a good time-stretching job, even at extreme tempos, we may not notice that the loop has been stretched. Therefore this option can be useful to get a feeling of how the loop is supposed to sound. The selected loop will play at the tempo determined by the tempo settings.

Play/Autoplay

If a loop has been loaded and the Slice mode is enabled, the Play/ AutoPlay button appears : Press this button to make the loop play or stop.

Scroll wheel support

The knobs and parameters in the Global section can be adjusted with the scroll wheel on your mouse, if it has one.

2- POLYPHONY / STREAMING

Polyphony (Poly)

The *Polyphony* setting determines how many stereo notes can be played simultaneously. For example, a setting of 12 lets you play 12 stereo notes. The maximum settings is 256 stereo notes.
➡ Caution : higher polyphony settings demand more of your host computer's processing power.
For example, if you set the polyphony to 64 voices and played only 12 notes, the Universal UVI Player would require much more computer processing power than it would when playing those same 12 notes with a polyphony setting of 12. Try to keep the polyphony setting as low as possible. This setting is one of the most significant ways of optimizing UVI Universal Player CPU usage and managing your computer's processing resources.

Streaming

Disk streaming allows you to load very large presets (that consists of a large amount of audio sample data) into the Universal UVI Player, even if the samples are larger than the amount of free memory (RAM) available in your computer.
Rather than loading the entire sample set into RAM, the Universal UVI Player reads (streams) the sample from the hard drive as the preset is being played. This allows the Universal UVI Player to play combinations of presets that add up to several gigabyte (GB) of data samples or more.

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3- TUNE / VOLUME

Tune

The Tune knob is a global tuning stage for the Universal UVI Player window. For example, you could tune the UVI Player to reference A at 442 Hz (instead of 440). The range is from 420 Hz to 460 Hz.Doubleclick the knob to return to the default value of 440 Hz.

If you have multiple Universal UVI Player plug-ins opened in your host software, this global tune setting affects each plug-in separately.

Volume

The Volume setting serves as a overall gain setting for the entire Universal UVI Player.

4- THE DRAG&DROP SECTION

The Drag and Drop button lets you drag and drop loops and phrases into the tracks of your host software.

Loops and phrases are transferred as a standard audio clip. Loops that are in Slice mode with mapping can be dragged as MIDI data into a MIDI track, which can then trigger the mapped loop loaded in the Universal UVI Player.

In either case, once the loop is placed in your host software, it is fully independent of the Universal UVI Player at that point, and you can process it as regular audio or MIDI data. This opens up a world of possibilities for manipulating the raw audio or MIDI data using the features in your host software.

The Drag and Drop button

The Drag and Drop button displays the data format of the currently selected loop or phrase as follows):

Play button icon   **Status**

Audio (Stereo or Mono is displayed on mouse roll)

MIDI data

Use the icons shown above to determine where you should drop the loop in your host software.

Dragging audio data

When you see the audio data icons, this means that you are dragging a standard mono or stereo audio clip. You can drag and drop it anywhere into your host software that accepts audio clips via drag and drop. A good rule of thumb is: if it works from your computer desktop, it will also work from the Universal UVI Player. If your sequencer makes a distinction between mono and stereo audio material and therefore places restrictions on where the audio can be placed, use the mono and stereo icons to determine where you can successfully drop the loop or phrase.

Conforming to the host tempo

If the Sync to Host option is enabled as you perform the drag and drop operation, the loop or phrase will snap to the host's tempo when you place it into an audio track, such that it conforms to the host's time line. If your host software has the ability to snap the drag and drop operation to measures and/or beats, this will help produce rhythmically accurate results quickly.
If Sync to Host is disabled, the loop or phrase retains its original tempo when placed into the track.

Dragging MIDI data

When you see the MIDI data icon, this means that you are dragging a sliced, mapped loop in the form of MIDI data. Therefore, you should find a destination in your host software that accepts MIDI data, such as a MIDI track, although your host may also provide other possible destinations. In Digital Performer for instance, you could drag a MIDI loop into a clipping window.

Triggering UVI Player slices from the host

When a mapped MIDI loop is dropped into a MIDI track, each MIDI pitch triggers a different loop slice. If you play notes chromatically upwards from C2, you will recreate the original loop. If you play them rhythmically in a different order, you'll play the individual slices but the result will sound quite different from (but similar to) the original loop.

Notice that the MIDI track is assigned to play its MIDI data output to the Universal UVI Player part that holds the mapped loop. Be sure that your host software's MIDI track output is directed to the part of the Universal UVI Player that holds the mapped loop.

5- THE LOOP SECTION

The Loop Section of the Universal UVI Player window provides settings for the loop or phrase loaded. If an instrument is loaded, the controls in the Loop Section become grayed out.

Loop sync

You can synchronize the loop or phrase to the Universal UVI Player's global tempo (BPM) setting. If the Sync to Host option is enabled, then the loop or phrase will also synchronize to the tempo of your host software, if any.

Tempo sync

When you choose the Tempo sync setting, the loop or phrase will play at the tempo indicated by Universal UVI Player's BPM setting, or as determined by the host software if the Sync to Host option is enabled. However, in this mode, the loop or phrase always starts at the beginning (or at the location determined by the Sample start setting).
In addition, the loop begins to play at the instant it is triggered, so it is up to you to trigger it "on the beat". If you trigger it at between beats, it will play in tempo, but offset from your playing beat.

Here's a summary of the different loop modes and sync results:

Sample	Sync setting has no effect
Stretch	Follows tempo but does not automatically align beats.
Slice	Follows tempo and align beats.
Slice+map	No effect

Three loop modes

UVI Player provides three different loop modes powering a variety of loop playback behaviors: Sample, Stretch or Slice. Each part can have its own loop mode setting. The nature of the loop or phrase and the musical context will define the loop mode to choose.

Loops mode available:

Loop mode	Loops	Phrases
Sample	Yes	Yes
Stretch	Yes	Yes
Slice	Yes	No

Slice mode is not available for phrases because phrases consist of musical material (such as a vocal utterance) that does not lend itself to being split up into short rhythmic pieces.

Sample

Click the Sample button to put the loop or phrase into Sample Mode. In Sample Mode, the loop or phrase is triggered in the same fashion as a traditional sampler: As you play the sample with different keys of your MIDI keyboard or controller, both the pitch and the duration of the sample will change. The higher the note, the higher the pitch of the sample and the faster it plays; the lower the note, the lower and slower it plays. The UVI Player's global tempo setting (and the tempo setting of the host software, if any) is ignored. The sample plays at the speed dictated by the note played.

Sample mode is good for material such as vocals, where precise tempo control is not required. It is also good for producing a "sampler effect".

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Stretch

Click the Stretch button to put the loop or phrase into Stretch mode. In Stretch mode, the MIDI note you play ttriggers the loop or phrase by affecting its pitch, but not the tempo. For instance, if you play a three-note chord, all three triggered loops (or phrases) will play at the same speed (but at the different pitches you played). Playback speed is determined by the speed controls, the host tempo and the Loop sync setting below.

Slice

Click the Slice button to put the loop into Slice mode. Notice, however, that Slice mode is not available for phrases. If a phrase is loaded into the currently selected part, the Slice button becomes grayed out (unavailable).

Slice mode works in the same fashion as described above for Stretch mode: the MIDI note you play triggers the loop or phrase by affecting its pitch, but not the tempo. Slice mode differs from Stretch mode in regards to how it responds to the tempo sync modes.

Map

When the Slice button is enabled, you can also enable Map mode. Doing so splits up the loop into rhythmically even slices (or "hits") and then maps the slices chromatically to MIDI notes starting with middle C (C3). This allows you to play each individual slice by itself from a note on your MIDI controller. By playing the notes upwards chromatically, you can recreate the original loop. But you can mix them up to play the loop the way you like. MIDI mapping opens up a world of possibilities to restructure, quantize, groove quantize the beats of the loop.

To trigger a mapped sliced loop, make sure that the Universal UVI Player part that currently holds the sliced loop is properly receiving MIDI data from your MIDI keyboard (or other controller).

Map mode also allows you to drag and drop the loop, in the form of MIDI note data, into a MIDI track in your host software. You can then manipulate the loop as MIDI data in your host.

Loop mode summary

Here is a summary of the loop modes discussed above:

Loop mode	Works with	MIDI note affects	Tempo is determined by
Sample	Loops Phrases	Pitch and duration	MIDI note
Stretch	Loops Phrases	Pitch only	Speed, tempo and loop sync controls
Slice	Loops only	Pitch only	Speed, tempo and loop sync controls
Slice with Map	Loops only	Slice played	N/A

6- SAMPLE START / SPEED CONTROL

Speed control

The Speed Control slider lets you speed up or slow down the loop or phrase. This setting is applied relatively to the other sync and tempo settings. The range is from 50% slower to 50% faster than the original tempo, which is represented by the center position of the slider at 0.00. Double-click the slider to return to zero.

When loops or phrases are in Sample mode, their speed is governed by the MIDI note that you play, and the Speed Control slider is disabled (grayed out).

Half/double speed

The Half and Double Speed buttons lets you slow down the loop or phrase to one half (50%) or one quarter (25%) of the current tempo, or speed it up to twice (200%) or four times (400%) the current tempo. Similar to the Speed Control slider, this setting is applied relatively to the other sync and tempo settings. It can be combined with the Speed Control slider, allowing you to specify any tempo within a range of 25% to 400% of the current tempo.

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Sample Start

The Sample Start slider lets you specify any location in the loop or phrase as the sample start time. This is the location at which the loop or phrase will begin playing. In Sample mode or Stretch mode, the Sample Start last slice slider provides a range from zero percent (0%) to 100%, where zero is the very beginning of the loop or phrase. In Slice mode (without mapping), the Sample Start slider provides a range from the first slice (0) to the last slice.The number of the last slice depends on the length of the loop and the number of slices.

Latch

When the Latch button is set to off (disabled), a loop or phrase plays for as long as you hold down the note on your MIDI keyboard (or other controller). When Latch is on (enabled), a loop or phrase continues to play even if you lift your finger from the key on your controller. If the loop or phrase is in Stretch mode, or if it is a loop in Slice Mode (without mapping), the playblack will run indefinitely. If the loop or phrase is in Sample mode, the loop will play once and stop.
In either case, play and start is done by hitting the same key of you MIDI keyboard.

Loop mode	Latch Off	Latch On
Sample	Plays only when the note is held on	Plays once and stops.
Stretch	Plays only when the note is held on.	Repeats indefinitely until the same note is played again.
Slice (without mapping)	Plays only when the note is held on.	Repeats indefinitely until the same note is played again.

Loop/Phrase Start menu

The Loop/Phrase Start menu of the Universal UVI Player lets you specify when the loop or phrase playback must begin when triggered. Notice that this is different from the Sample Start (explained in the previous section), which determines the location where the loop starts. Instead, the Loop/Phrase Start menu settings determines when the loop begins to play, relatively to other loops currently playing, and/or the global tempo of the Universal UVI Player during playback (or your host software, if the UVI Player is synchronised to its tempo).

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Start menu setting	What happens
Immediate	Plays immediately, as soon as the loop or phrase is triggered.
Next Beat	Begins playing at the next beat
Next Bar	Begins playing at the downbeat of the next measure.

In Stretch mode, loops and phrases always begin to play at the beginning of the loop or phrase (plus any offset added by the Sample Start slider). If you choose Next Beat, the loop or phrase will begin playing at the next beat from its beginning. The Position sync setting keeps the loop's beats aligned with the global tempo, regardless of the time the loop begins to play, on the next beat or next bar. Position sync is only available for loops, not phrases.

7- THE BPM SECTION

The Tempo setting lets you specify the tempo in BPM (beats per minute). All loops are time-stretched in real time to match this global tempo setting.

Sync to Host

When the Sync to Host option is enabled, the BPM setting becomes disabled as it can no longer be modified. Universal UVI Player follows the tempo of the host software, so that all loops play in tempo with your sequencer tracks. Use the tempo controls in the host software to control overall tempo of both Universal UVI Player and the host software tracks.

Loop tempos and authentic rythmic feel

Universal UVI Player loops have been recorded and prepared with the utmost care in preserving the original, authentic rhythmic feel of the loop. As a result, you may sometimes hear loops that sound like they are not playing in tempo with each other. This happens not because the loops are being incorrectly played by Universal UVI Player: The tempo settings of the loops themselves and Universal UVI Player's tempo-matching features are extremely sophisticated, accurate and true. Instead, loops won't necessarily always "groove" with each other, due to the authentic, albeit irregular, timing of the musicians that performed the loops. These timing variances are an essential musical component of the loop, dutifully preserved by Universal UVI Player.

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In these cases, you might try importing the loops into your host software to apply quantization or other tempo and beat matching features that the host software offers. For example, Digital Performer' Beat Detection Engine can work wonders on loop tempos, giving you complete control over them: You can quantize loops to a more precise rhythmic grid, apply the groove of one loop to another to match them, and many other beat and tempo-related operations.

Host AutoPlay

When the host AutoPlay option is enabled (checked), the plug-in version of Universal UVI Player follows the main transports of the host software. You can also still use Universal UVI Players Play and Stop buttons independently from the host. In other words, Universal UVI Player's play button won't start the host, but the host's play button will start your Universal UVI Player instance.

In the stand-alone version of UVI Player, the AutoPlay option has no effect.

8- EFFECTS TOGGLING

The Universal UVI Player lets you toggle ON/OFF (disable) pre-programmed effects from the loaded preset.

The following example shows two effects already applied on a preset:
- a ping pong delay in slot A
- a 3 Band EQ in slot B

To disable an effect, we just need to click on the circle next to the slot letter (A, B, C or D), the effect is then turned off and the circle looks empty.

CONCLUSION

Thanks for purchasing UltimateSoundBank virtual instruments !

We hope you'll enjoy making music with the Universal UVI Player and its associated soundbanks.

Looking for new sound? Please check out www.ultimatesoundbank.com !

Remarks or suggestions?

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Need help?

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Cheers,

The *UltimateSoundBank* Team